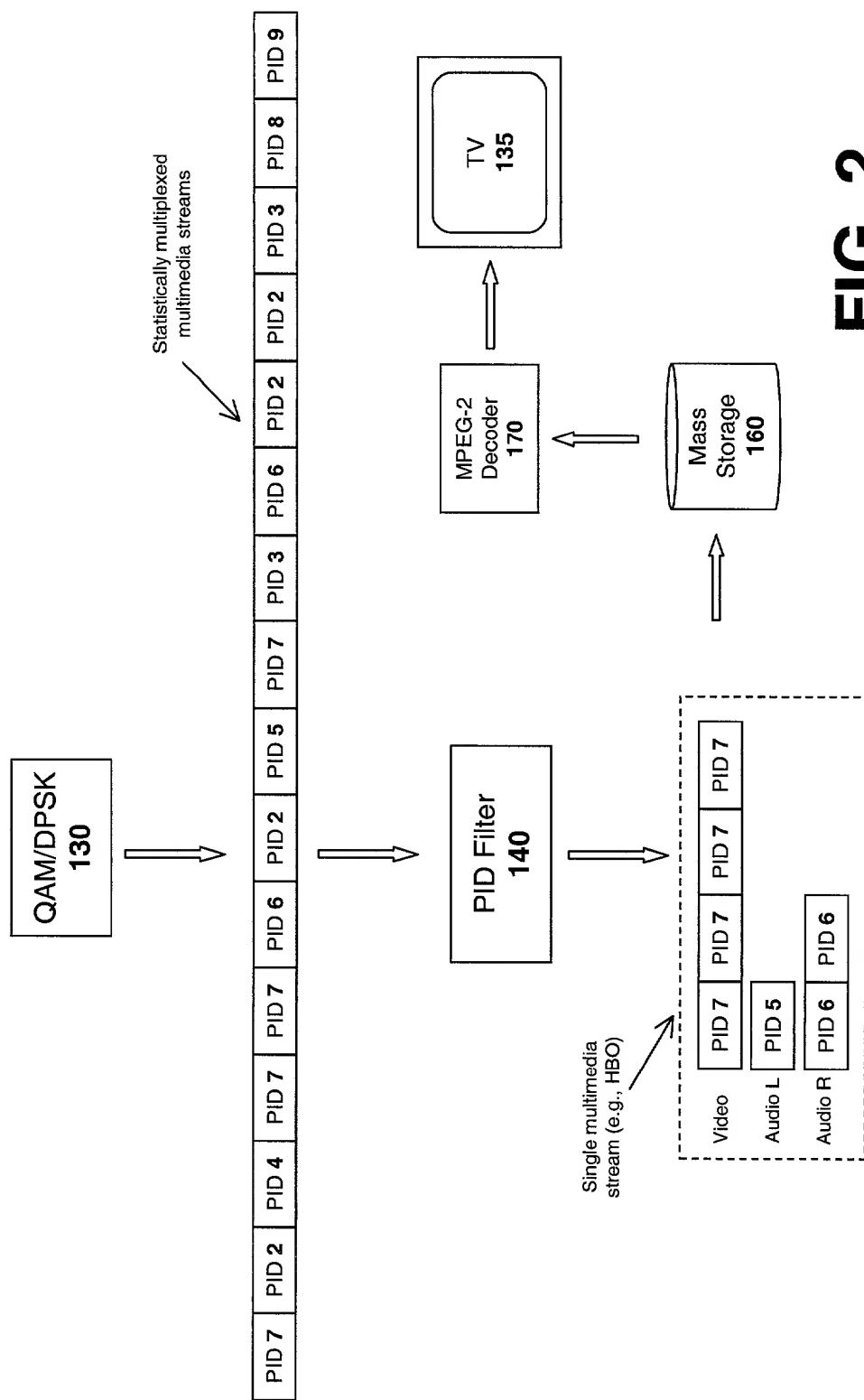


FIG. 1
(prior art)



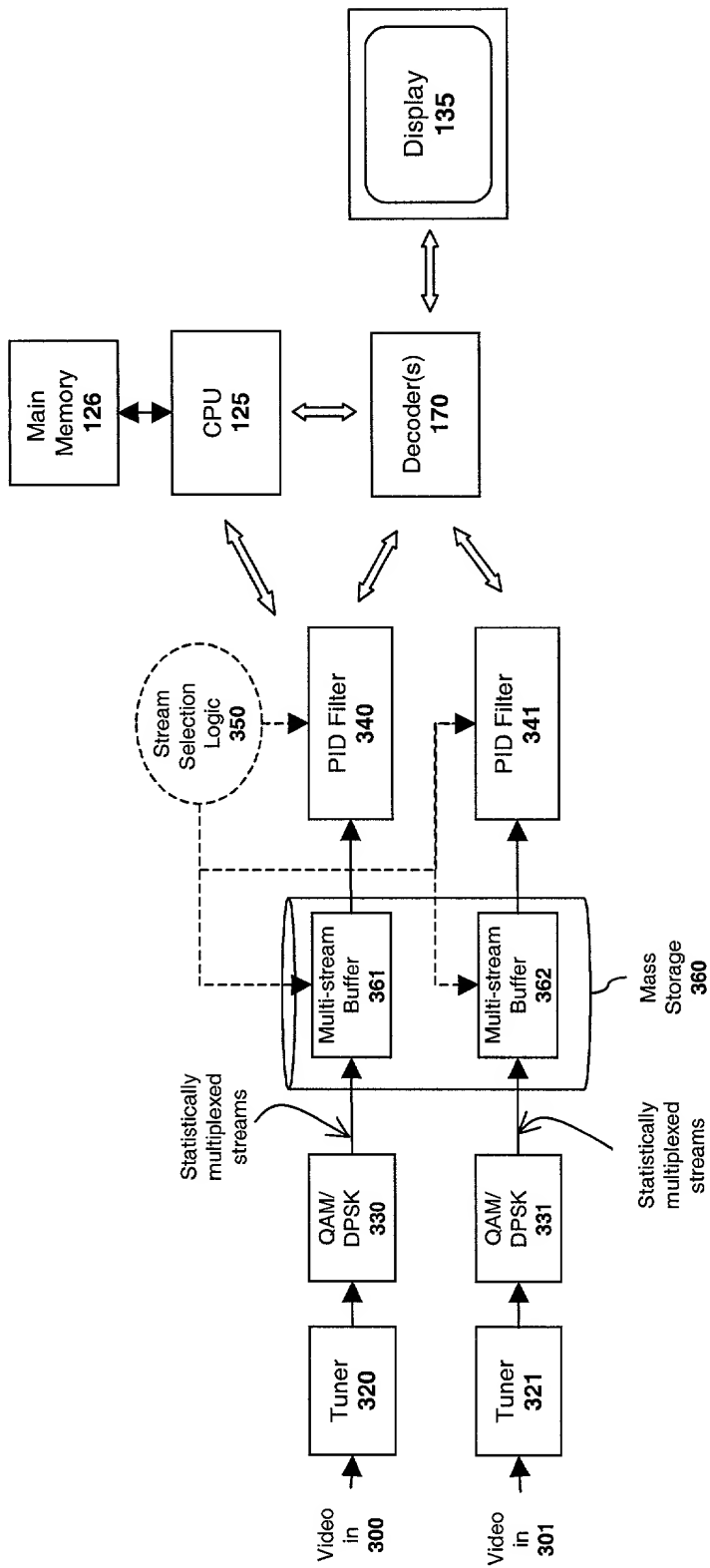


FIG. 3

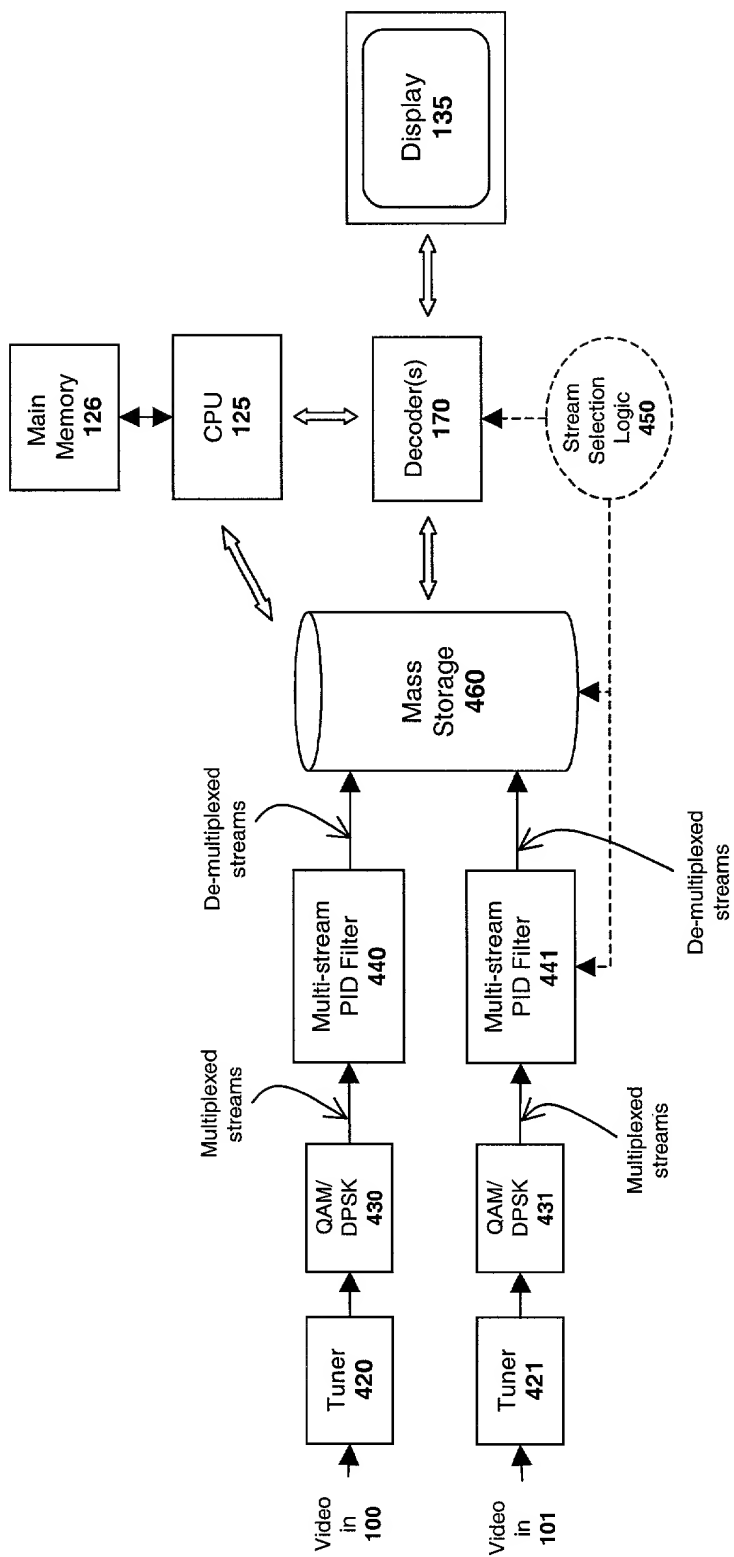


FIG. 4

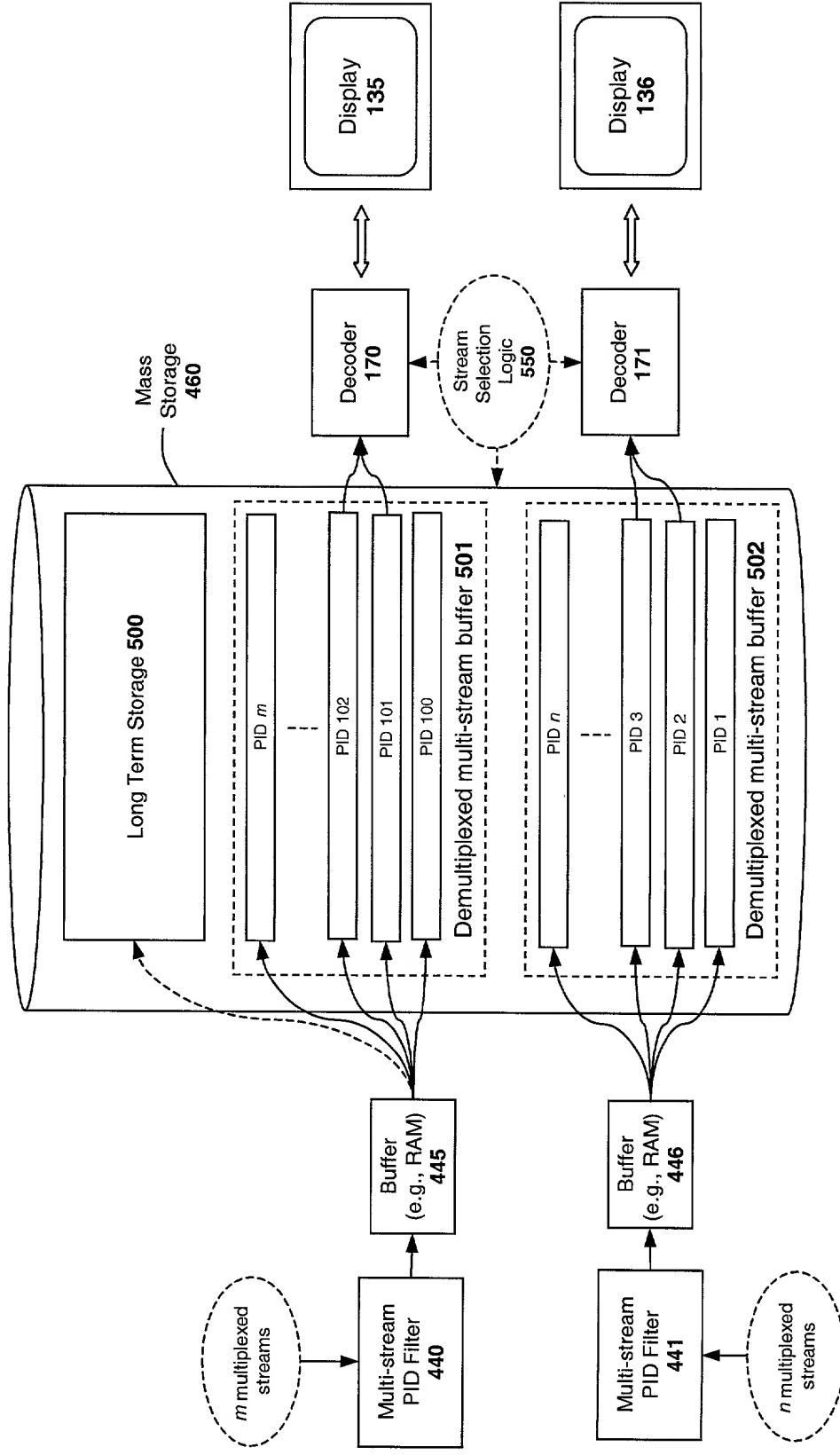


FIG. 5

Program Guide 600

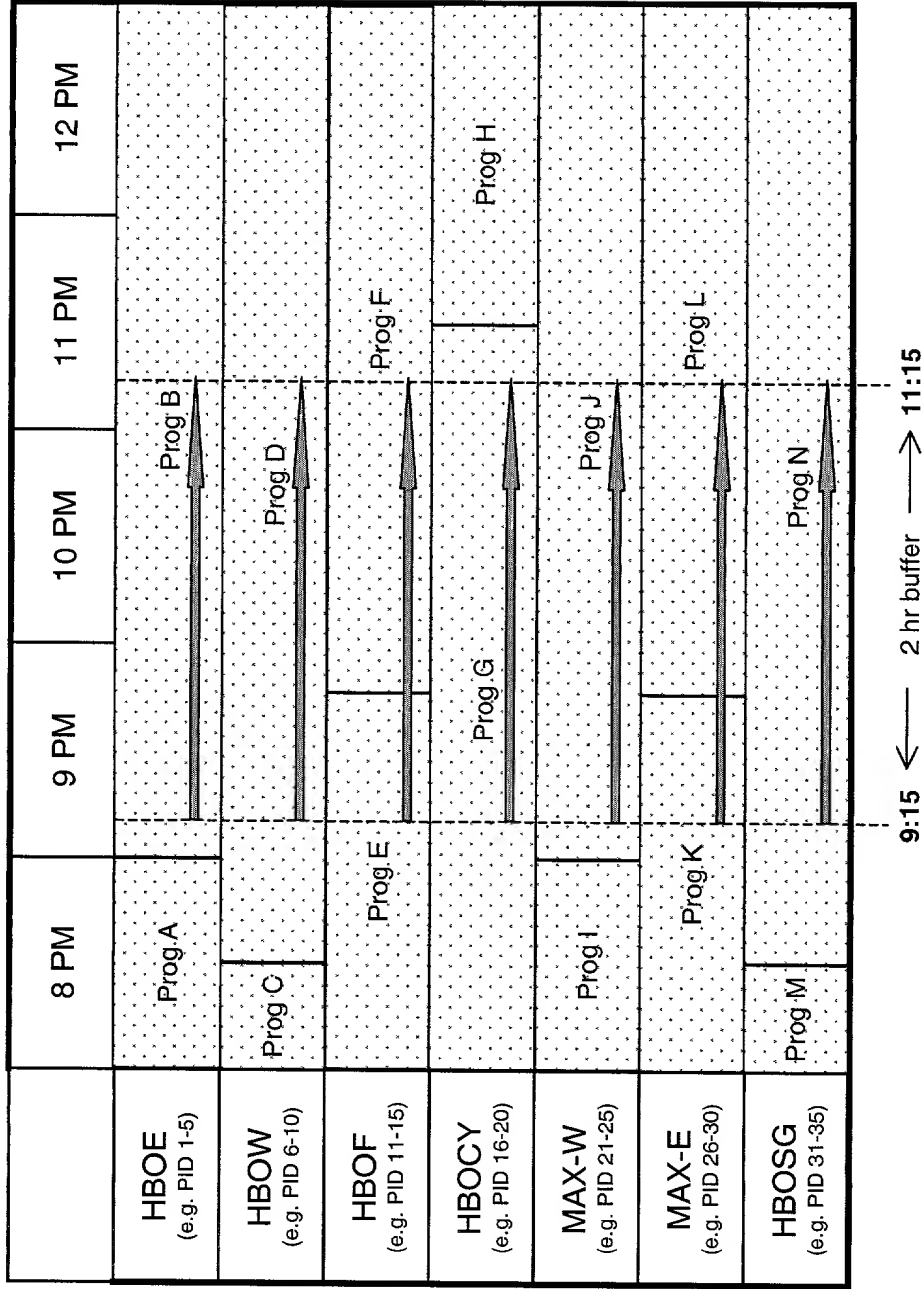


FIG. 6

[illegible]

FIG. 7

FIG. 7

Current Programs			
Movies	Sports	News	Save This
<div> <div> </div> <div> Information 801 </div> </div> <div> <input checked="" type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	
<div> <div> </div> <div> </div> </div> <div> <input checked="" type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input checked="" type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	
<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input checked="" type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input checked="" type="checkbox"/> </div>	
<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	
TV Comedy	TV Drama		
<div> <div> </div> <div> </div> </div> <div> <input checked="" type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>		
<div> <div> </div> <div> </div> </div> <div> <input type="checkbox"/> </div>	<div> <div> </div> <div> </div> </div> <div> <input checked="" type="checkbox"/> </div>		

Audio/Video 800

Highlight 803

Selection Region 805

FIG. 8

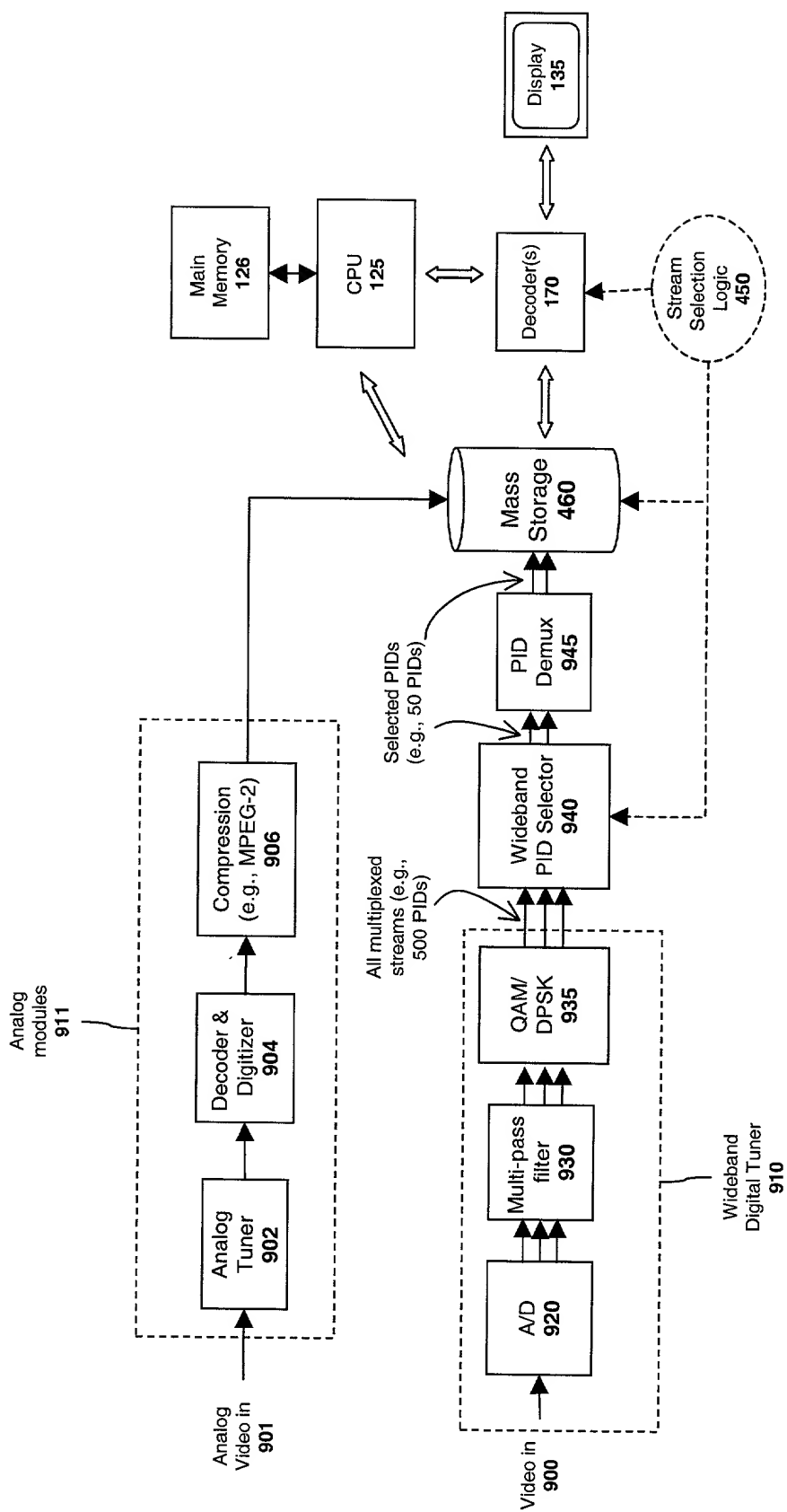


FIG. 9

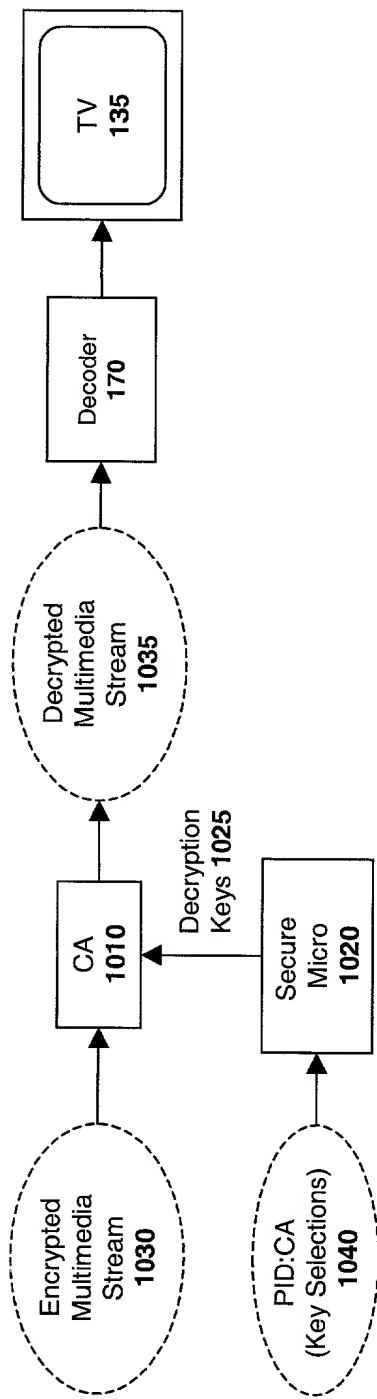


FIG. 10

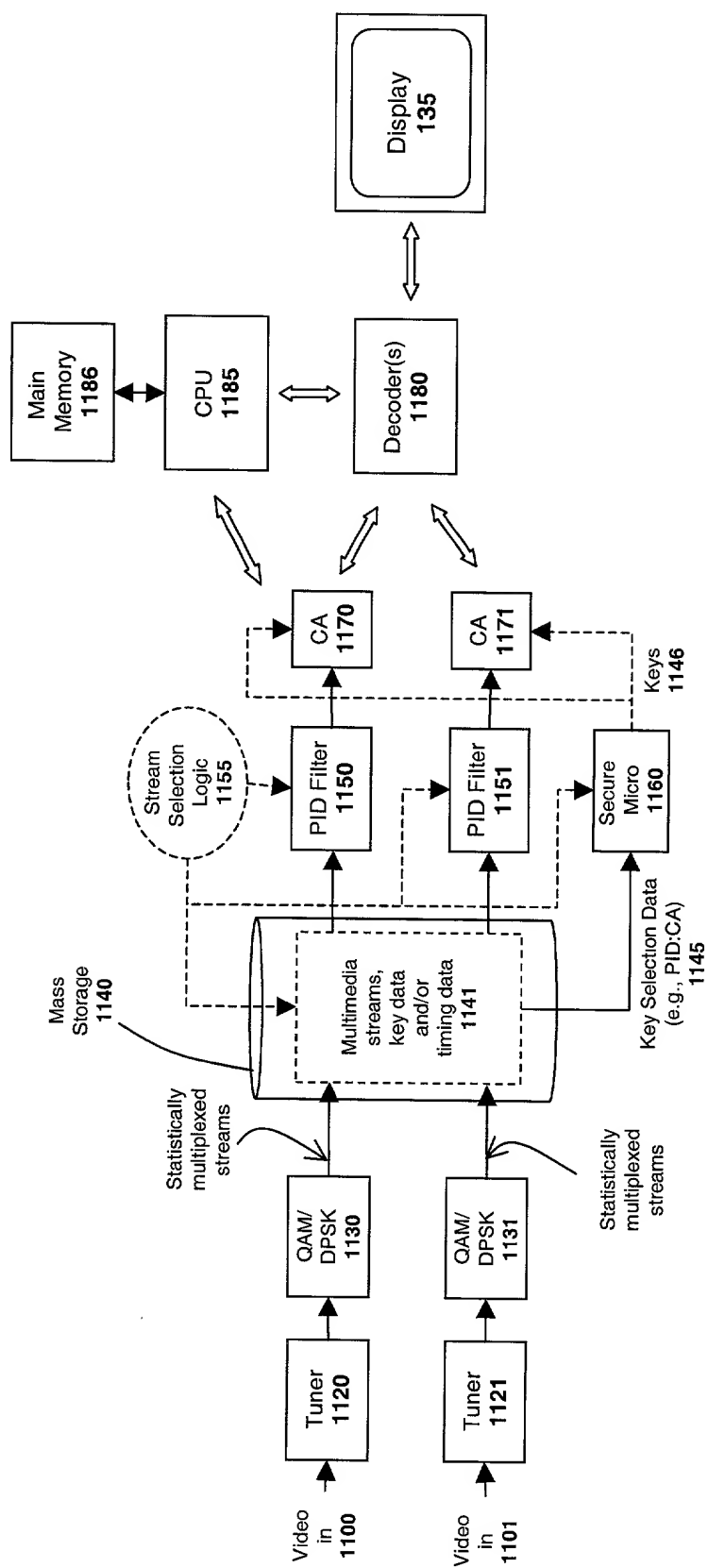


FIG. 11

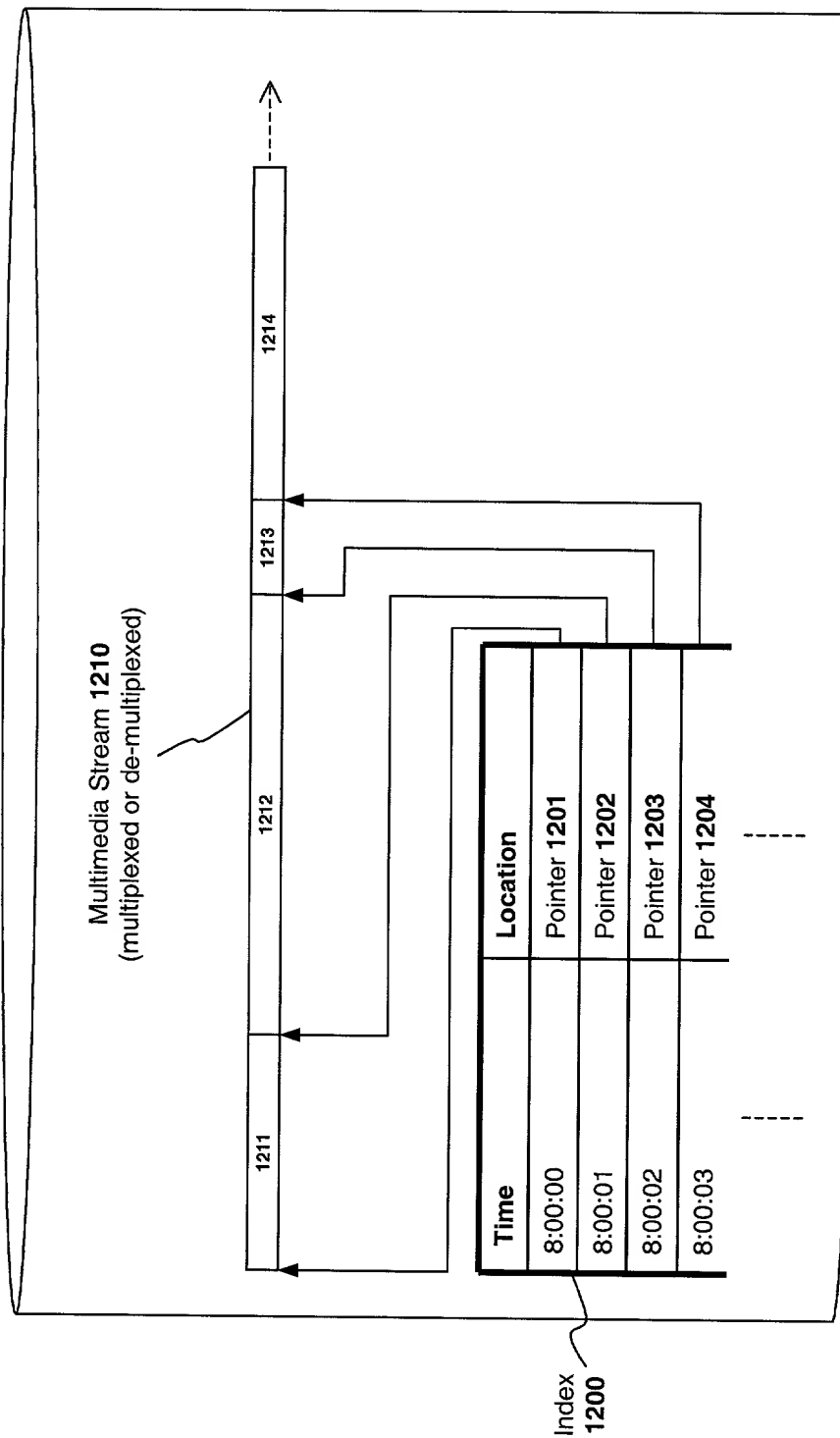


FIG. 12

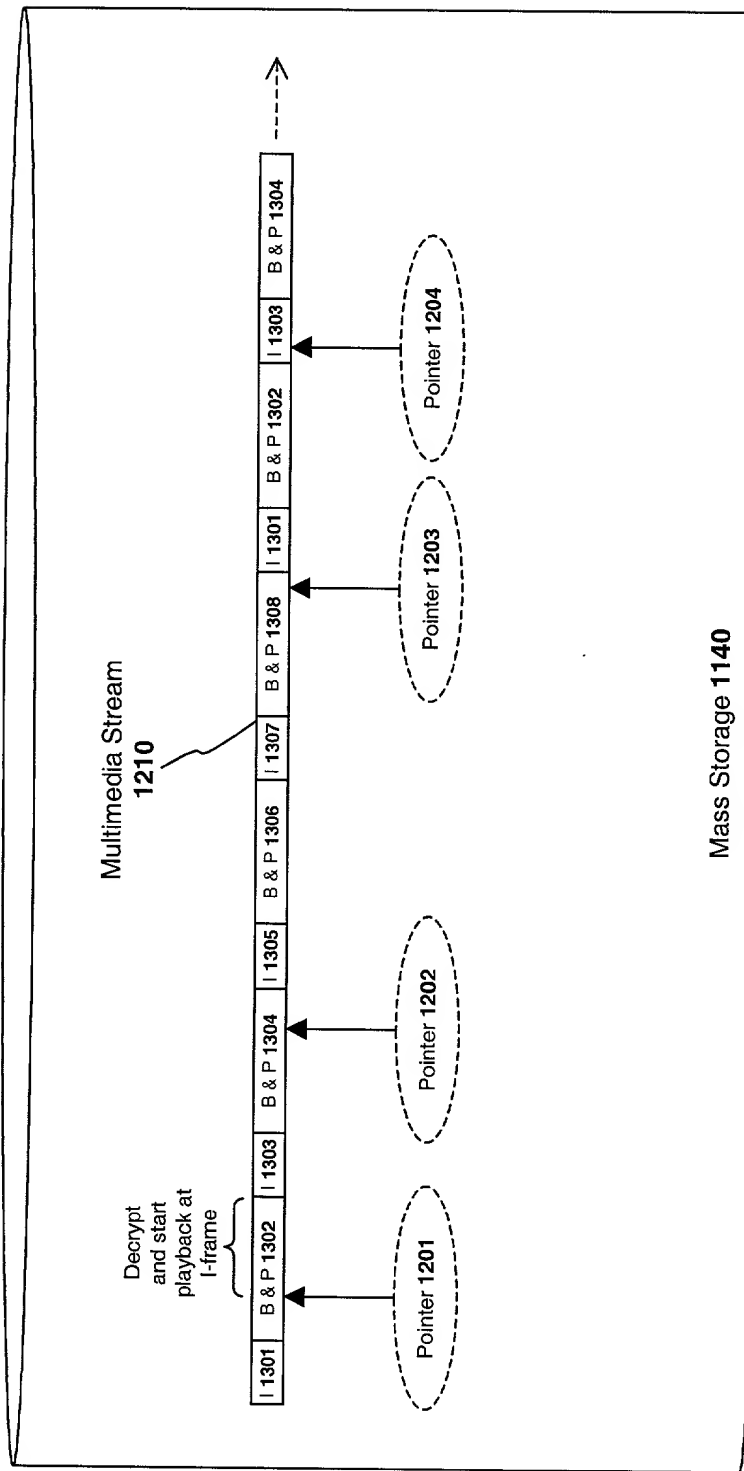


FIG. 13

FIG. 14 is a block diagram of a memory structure 1140, which is a mass storage device, showing a sequence of frames 1301 through 1304, each containing a B & P (Bios Parameter) and an I-frame (Inter-frame). The frames are connected by arrows indicating a sequence. A dashed arrow points from the end of the sequence to the right. A label 'Attempted jump from I-frame 1301 to 1303' points to the I-frame of frame 1301, and a label 'Decrypt and start rendering at next I-frame' points to the I-frame of frame 1302.

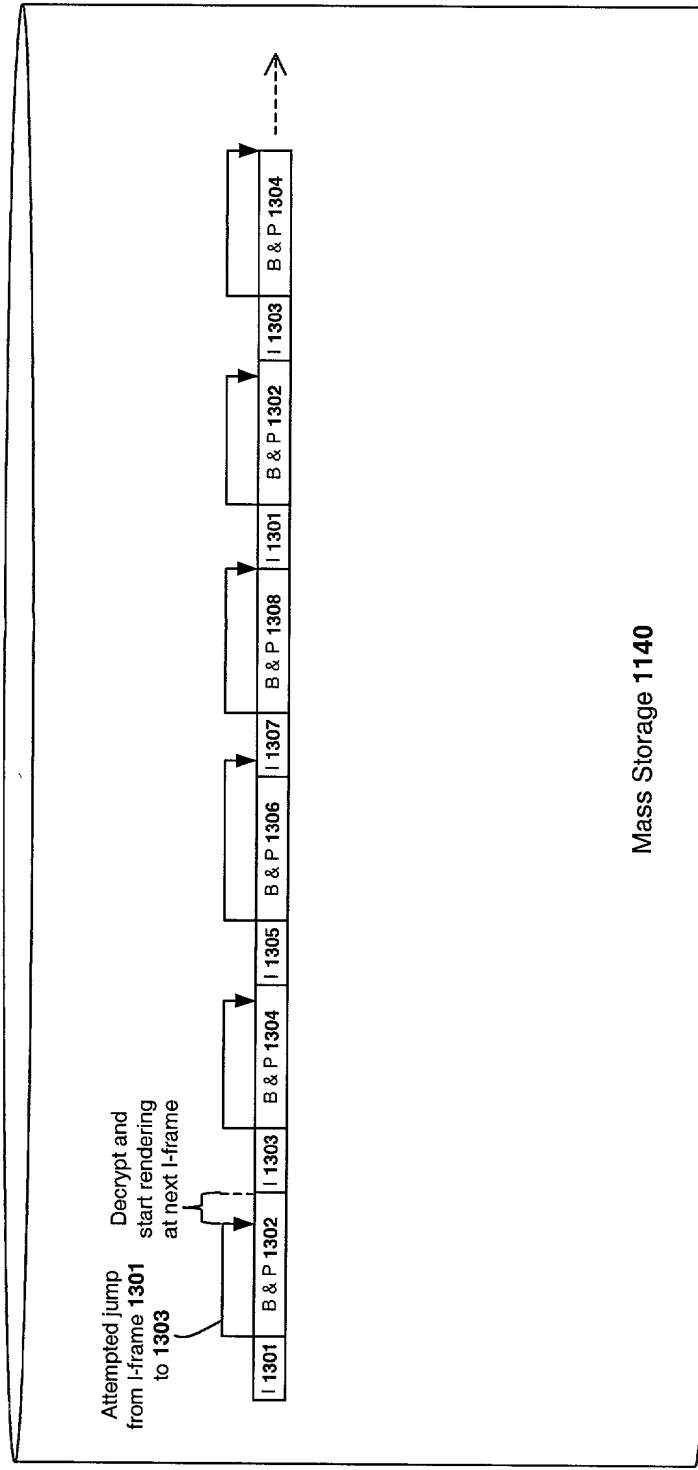


FIG. 14

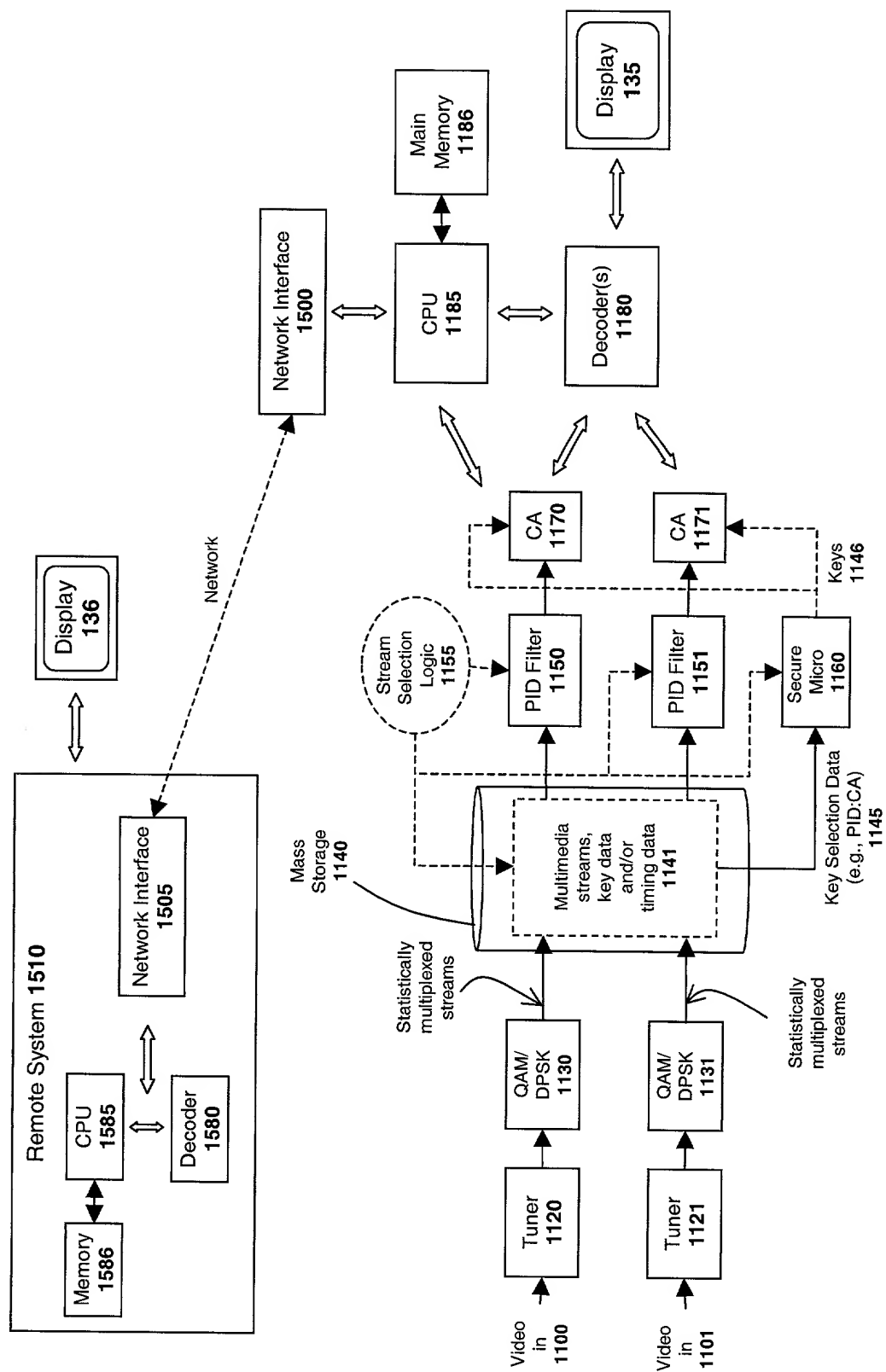


FIG. 15

FIG. 16 is a block diagram of a system for processing multiplexed streams. The system includes a multiplexed stream input 1601, a storage unit 1140, and a display output. The storage unit 1140 contains two partitions: Partition 1610 and Partition 1630. Partition 1610 receives the multiplexed streams 1601. Partition 1630 outputs the processed streams to the display. A dashed oval labeled "CA Processing (and DeMux if required)" is connected to both Partition 1610 and Partition 1630. Another dashed oval labeled "Other Content 1640" is connected to Partition 1630.

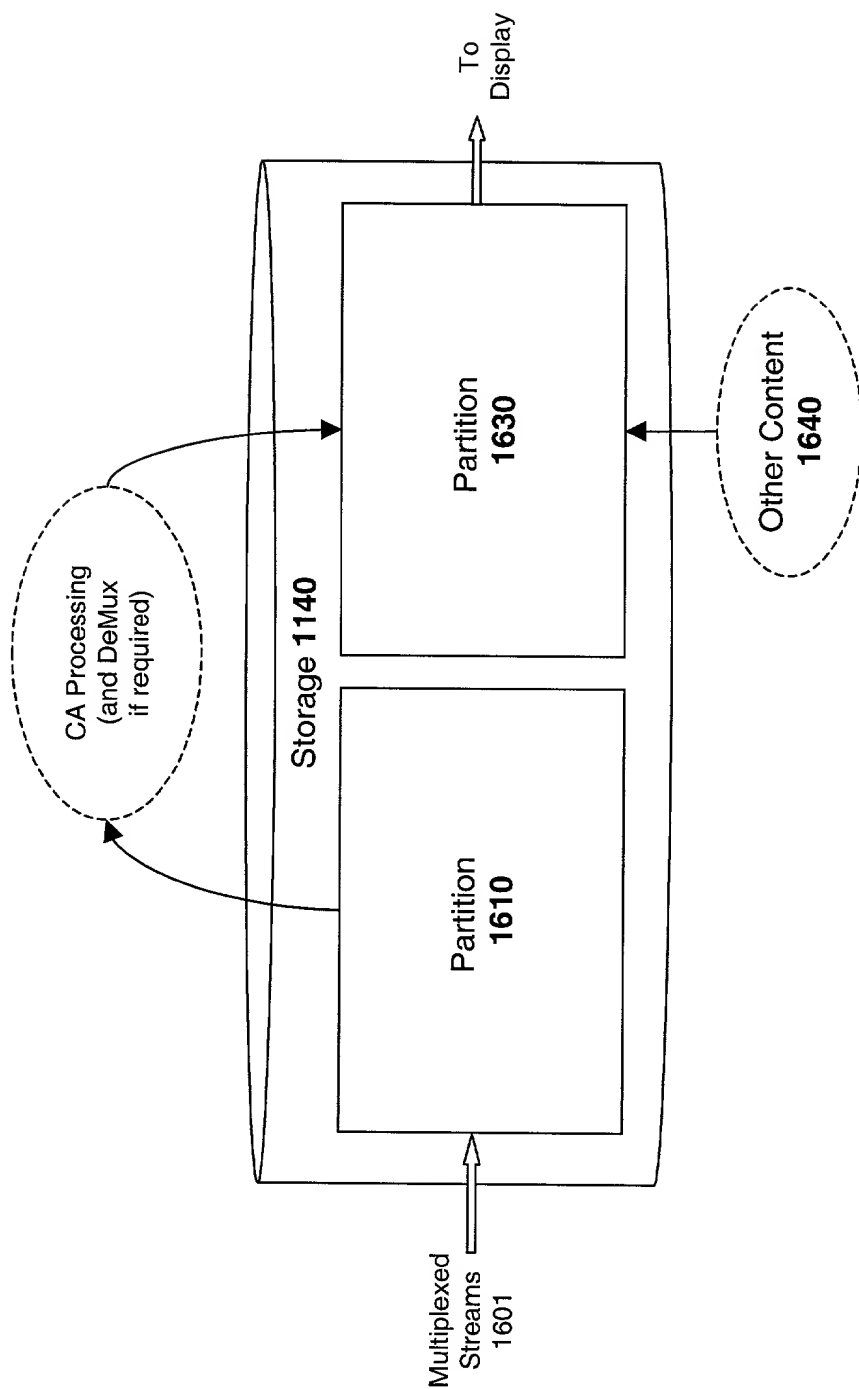


FIG. 16

FIG. 17 is a block diagram of a storage system architecture. The system includes a stack of components: Apps 1700, VFS 1710, File System 1720, and Block Device Drivers 1730. The VFS 1710 component is connected to a Cache 1715. The Block Device Drivers 1730 are connected to Storage 1140 via Disk I/O.

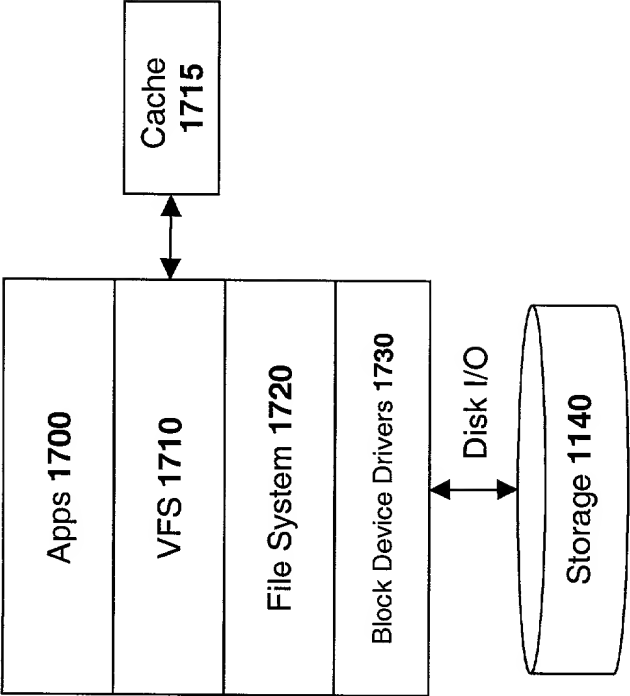


FIG. 17

Head Seek Pattern Optimized for Reading

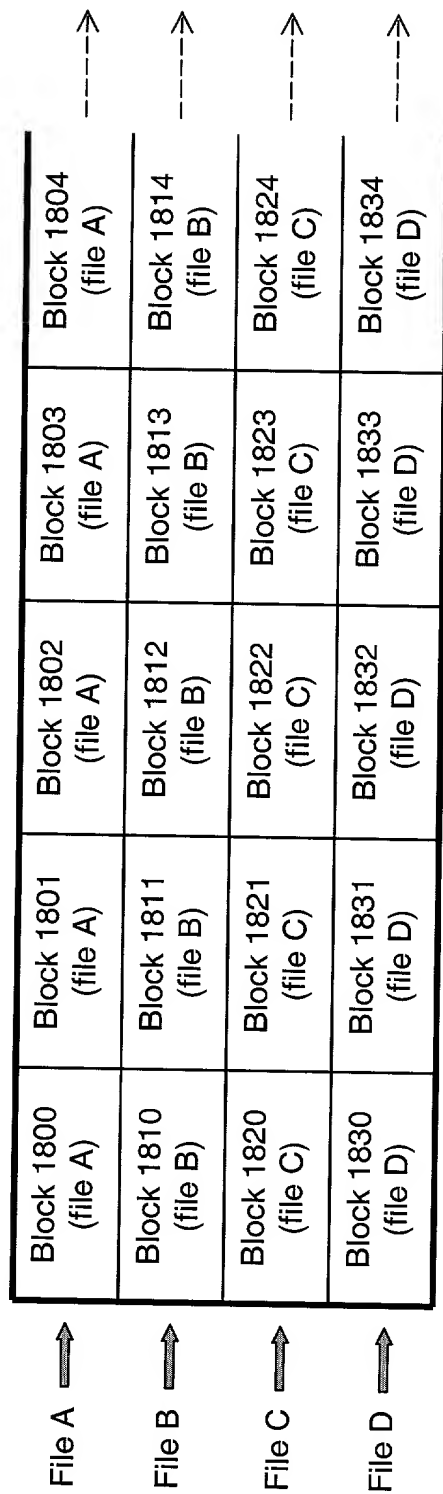


FIG. 18a

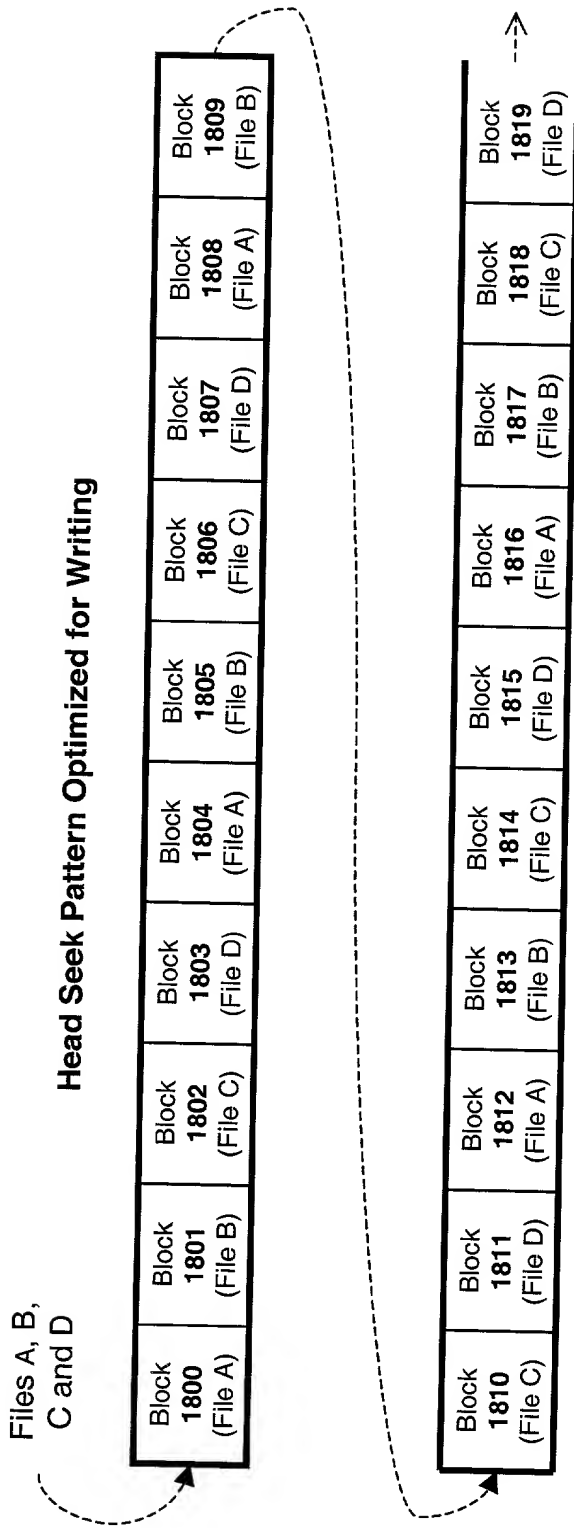


FIG. 18b

FIG. 19 is a block diagram of a system for allocating storage space to a data stream. The system includes a transport stream 1901, a de-multiplexer 1900, a block allocation unit 1910, an allocation policy 1920, and mass storage 1140. The transport stream 1901 is input to the de-multiplexer 1900. The de-multiplexer 1900 is connected to the block allocation unit 1910. The block allocation unit 1910 is connected to the allocation policy 1920. The allocation policy 1920 is connected to the block allocation unit 1910. The block allocation unit 1910 is connected to the mass storage 1140.

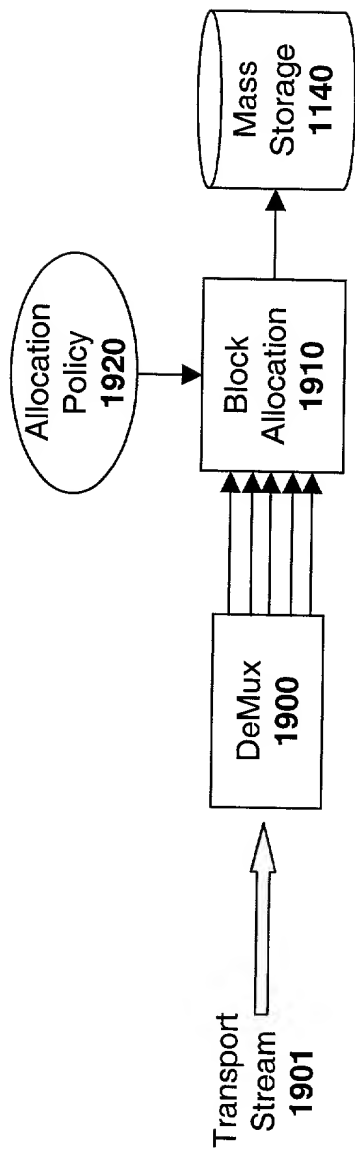


FIG. 19

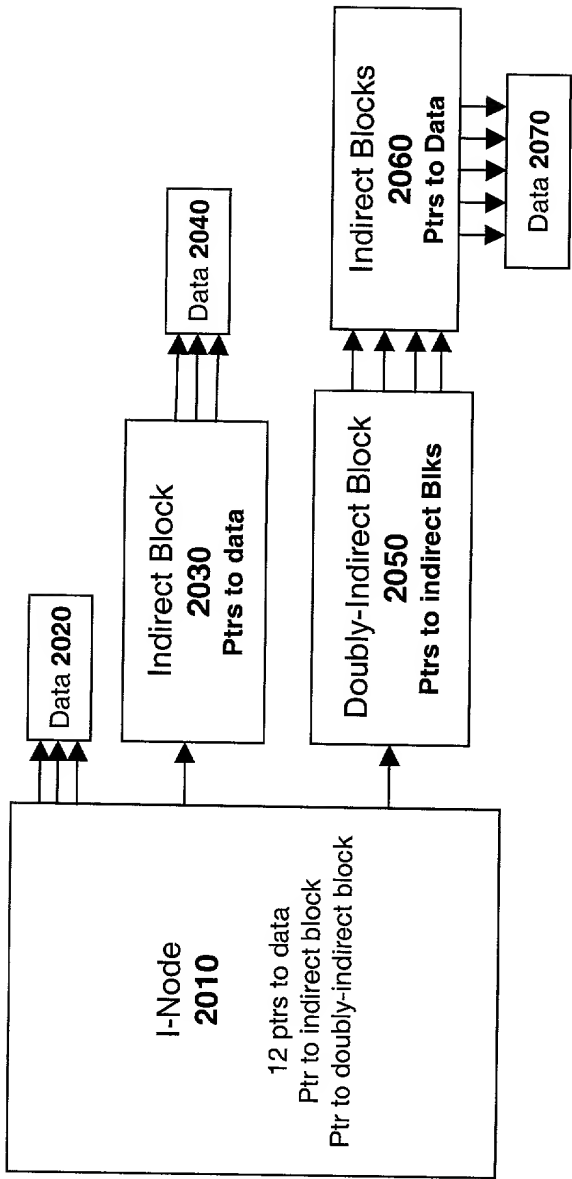


FIG. 20

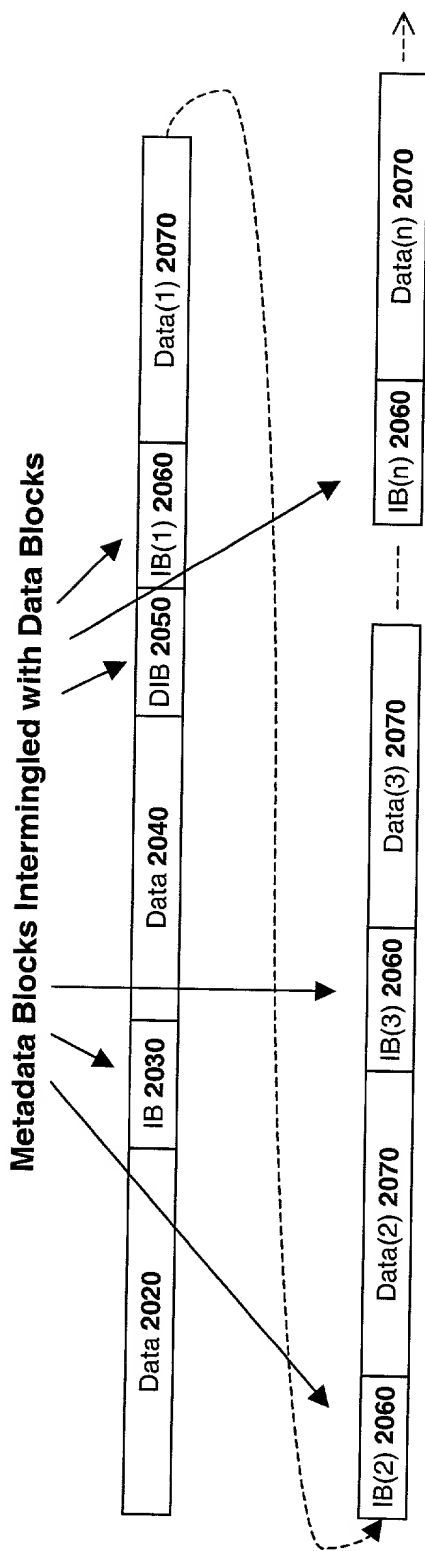
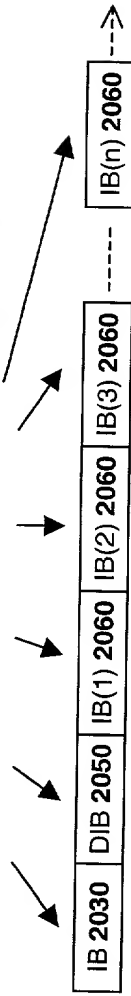


FIG. 21

1. Pre-allocate Metadata Blocks at Beginning of the File



2. Write out Data Blocks Identified by Metadata

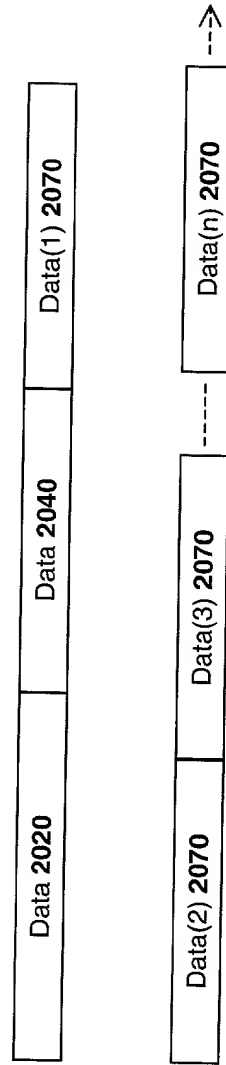


FIG. 22